

FIG.2

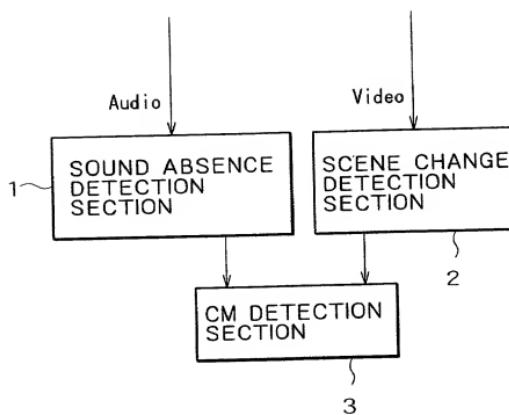
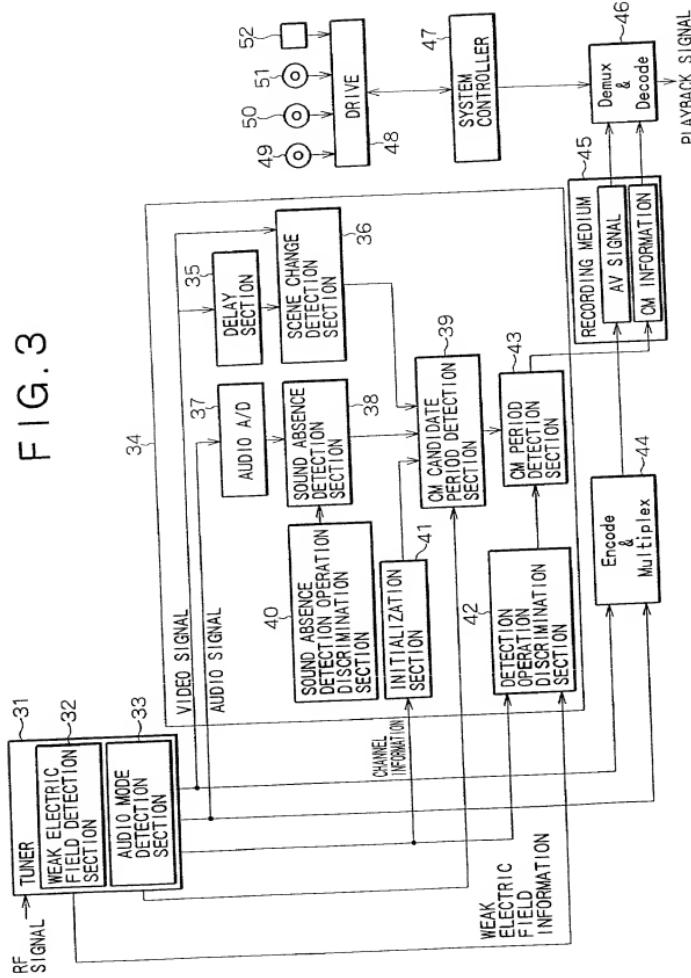


FIG. 3



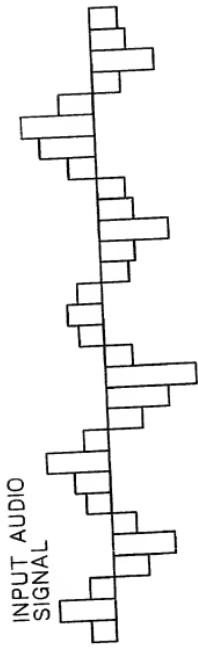


FIG. 4A

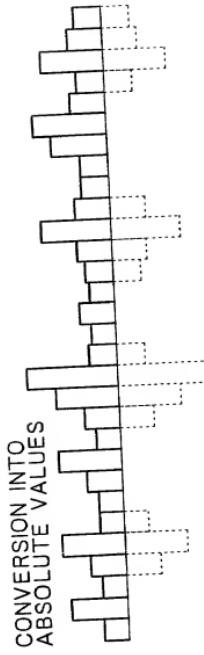


FIG. 4B

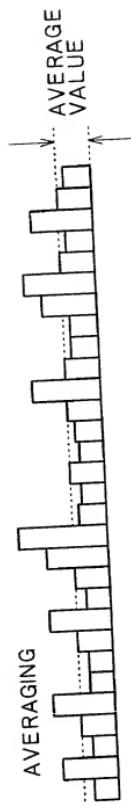


FIG. 4C

FIG. 5

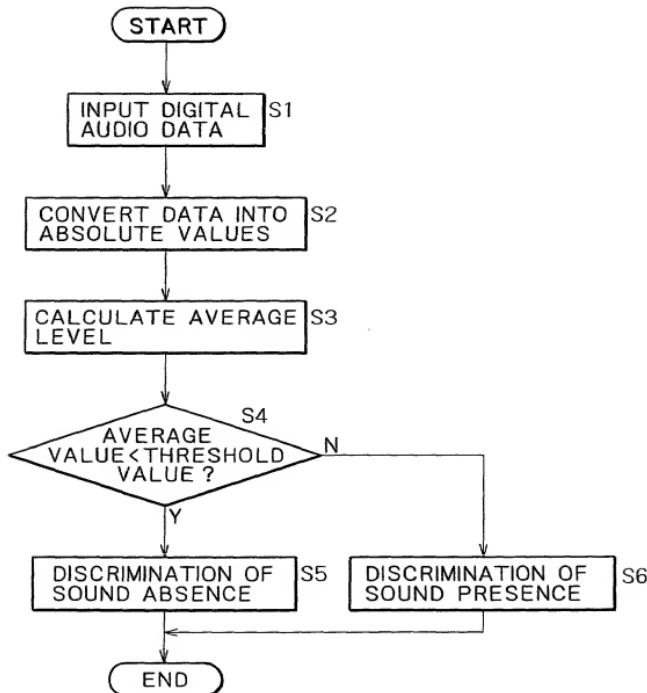


FIG. 6

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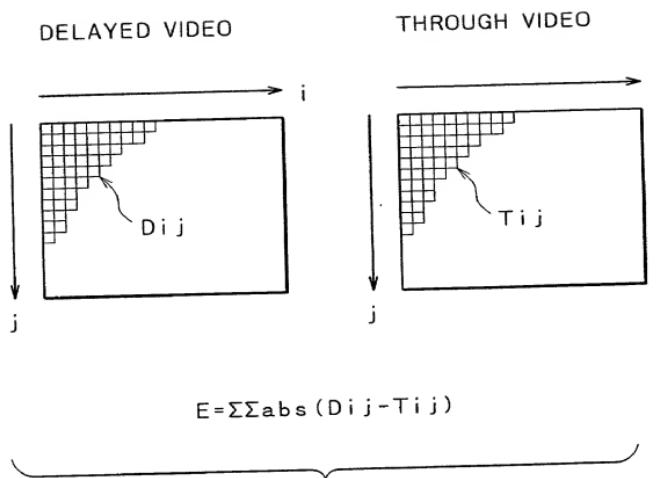
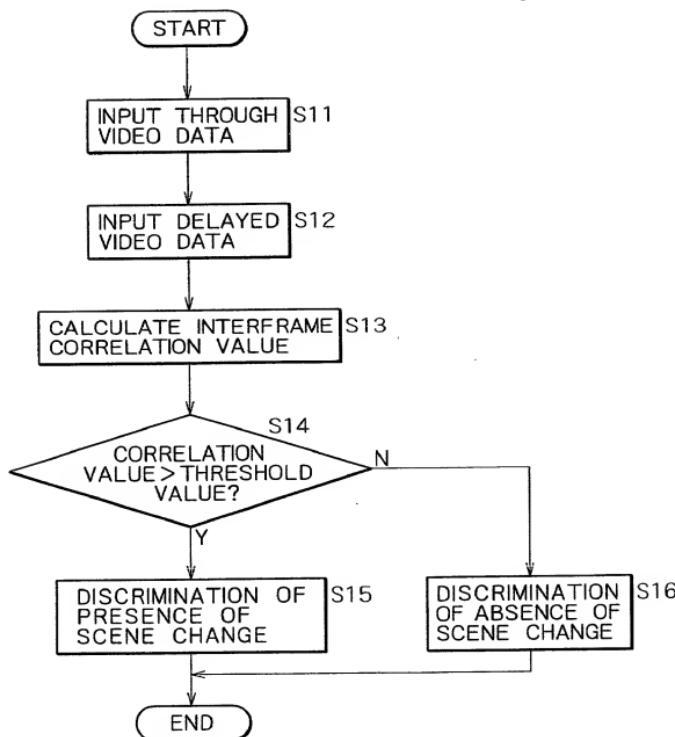
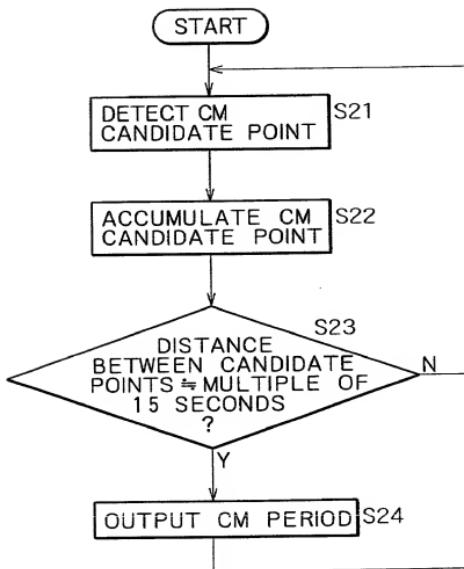


FIG. 7



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FIG. 9



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FIG. 10

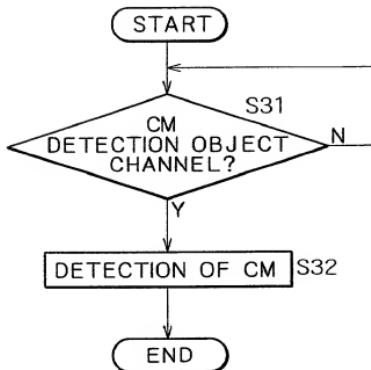


FIG. 11

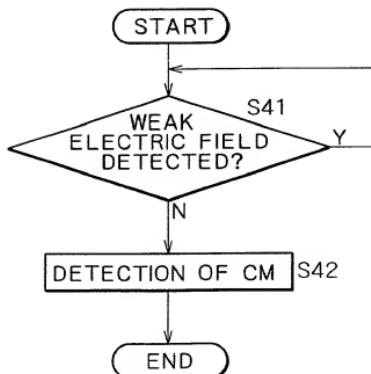


FIG. 12

FRAME NUMBER	0	1	2	3	4	5	6	7	8	9	10	11	12	13	...	450	451	452	453	454	455	456	457	...
SOUND ABSENCE DETECTION OUTPUT	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0
SCENE CHANGE DETECTION OUTPUT	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
AUDIO MODE OUTPUT	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0

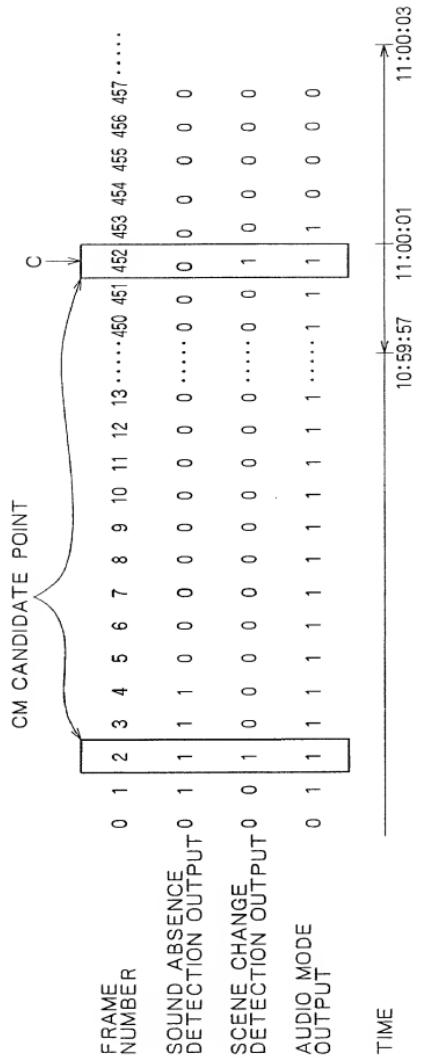
450 FRAMES = 15 seconds

RECORDING

A

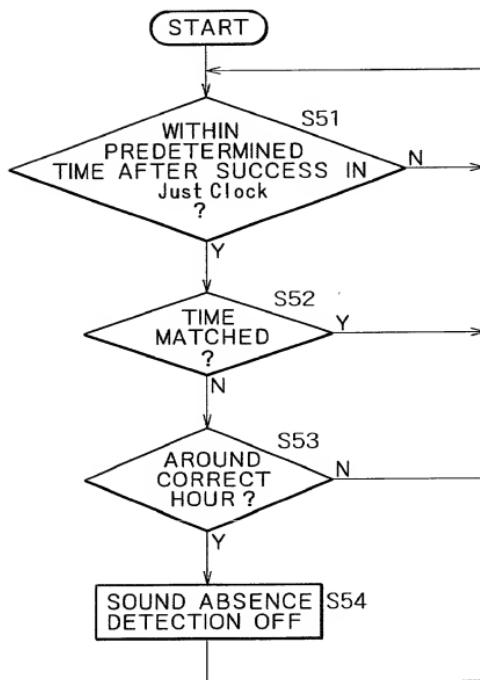
B

FIG. 13



\*\*\* SOUND ABSENCE DETECTION OUTPUT IS IGNORED  
WITHIN 3 SECONDS AROUND EVERY CORRECT HOUR  
IF TIME MATCHING IS NOT PERFORMED BY USER  
AFTER JUST CLOCK OPERATION IS PERFORMED

FIG.14



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FIG. 15

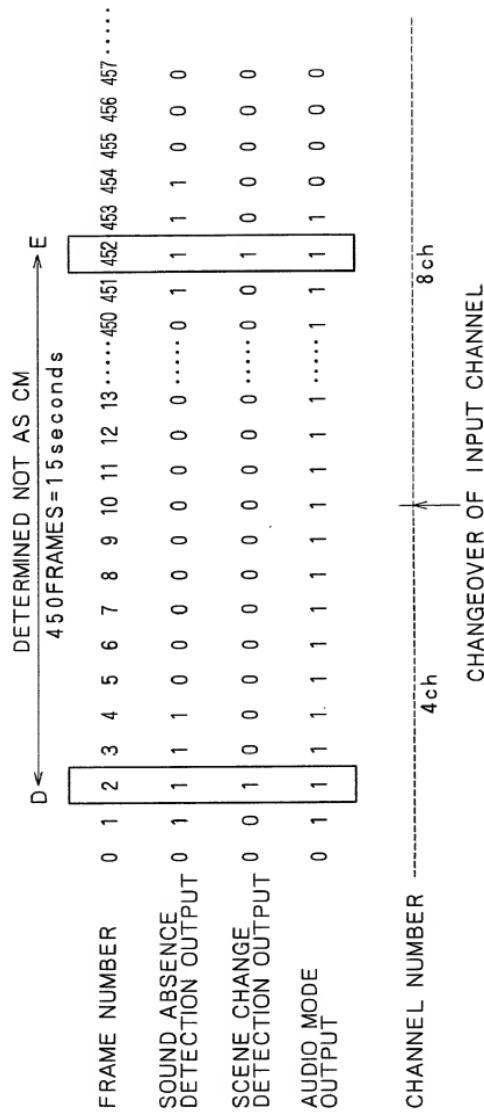


FIG. 16

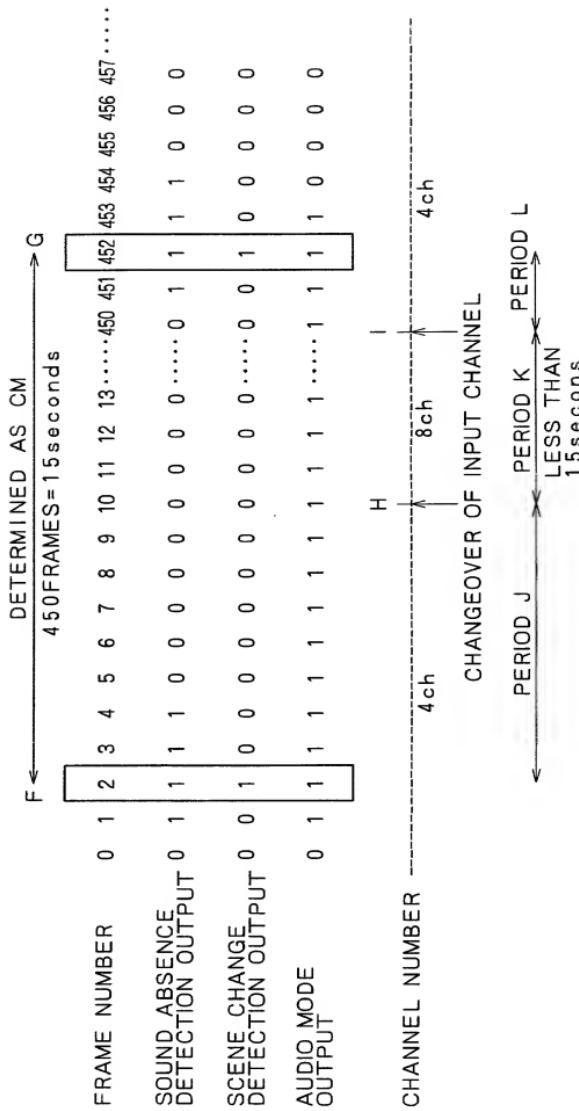


FIG. 17A

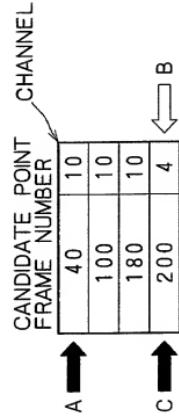


FIG. 17B

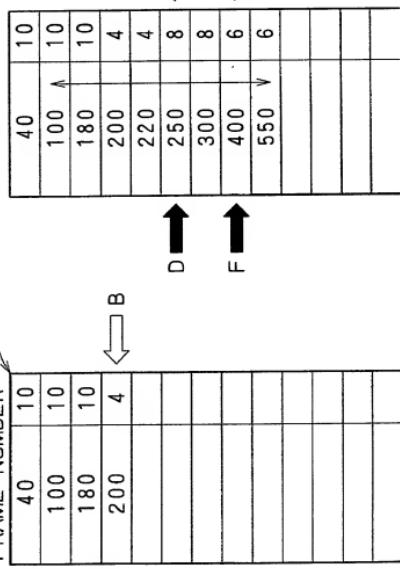


FIG. 17C

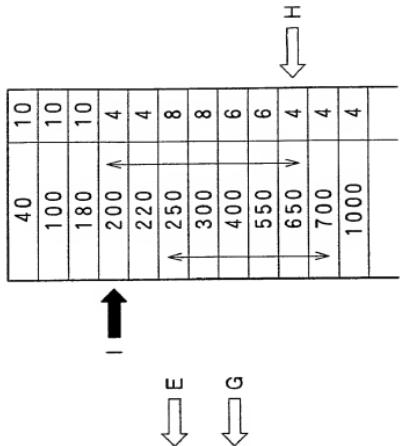


FIG. 18

PLAYBACK USING CM INFORMATION

